INSTRUCTIONS

ROLLOVERTURE™

The hall is at a hush. The maestro takes the baton and readies the orchestra. **But wait!** All the notes have been scrambled and you must help the maestro scurry madly around the orchestra pit directing the notes back to their proper order. ***Climb ladders, throw levers, reverse the conveyor belt,*** and ***step on rollovers*** to guide the music ball to the correct notemaker slot. Proper placement rewards you with the overture, but incorrect placement results in a speed increase and greater difficulty. A variety of melodies and random scrambling of the notes guarantees to keep your interest, while you painlessly learn about music.

WARNING

The game unit must be turned off when inserting or removing the ROLLOVERTURE™ game cartridge.

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Object of Game

You help Maestro Theodore T. Tophat (affectionately known as Triple T) travel around the orchestra pit attempting to direct the rolling note into the proper note-maker slot.

The Orchestra Pit

The orchestra pit contains seven levers, positioned over the note-maker slot that the lever controls. Triple T runs by a lever to change its setting, thereby opening or closing the corresponding note-maker hatch.

The conveyor belt is used to direct the rolling note to the left note-maker slots or the right note-maker slots. Triple T can change the direction of the conveyor belt by running on the conveyor belt in the opposite direction you wish it to go.

There are two blue bumpers which are solid color when active, and an outline when not active. If Triple T runs over an active blue bumper the note-maker slots will be scrambled.

There are seven red bumpers, which are solid color when active. If the rolling note hits an active red bumper, the note-maker hatches will be scrambled (opened and closed). If Triple T runs over any active red bumper, the bumper is de-activated without scrambling the note-maker hatches.

There are seven ladders that Triple T can use to climb up or down in the orchestra pit.

There are two gaps which Triple T must jump over.

When Triple T correctly completes a phrase, you will hear the overture played and a new phrase and screen will appear.

Scoring

Completing a note	100 points
Completing a phrase	5000 points

Game Controls

Left Joystick	— Triple T runs left
Right Joystick	— Triple T runs right
Up Joystick	— Triple T climbs up ladder
Down Joystick	— Triple T climbs down ladder
Fire Buttons	— Triple T jumps, or restarts after pause

*Key — pauses game until fire button pressed.

When a game is completed, the *key or the #key will start a new game.

Level of Play

LEVEL	STARTING BALL SPEED	NUMBER OF NOTES IN A PHRASE
1	0	4
2	2	6
3	4	8
4	6	10

Helpful Hints

—On level one the note needed will blink in its note-maker slot. This will only occur for the first four notes of each song.

—Use the direction of the conveyor belt to control which notes will be encountered first. If the conveyor belt is moving left the note-maker slots on the right of the screen will be first.

—When stuck at the end of the conveyor belt, push the joystick toward the center of the screen and press the fire button to jump away from the end of the conveyor belt.

—Always try to de-activate a lit red bumper before it is hit by the rolling note.

—For a much needed break in the ACTION, press the *key for a pause. To restart the game depress either firebutton.

WARRANTY

Sunrise Software, Inc. warrants to the original consumer purchaser that this cartridge is free from any defects in material or workmanship for a period of 90 (ninety) days from date of purchase. If any such defect is discovered within the warranty period, Sunrise Software, Inc. will repair or replace this cartridge free of charge on receipt of the cartridge with original sales receipt. This warranty does not apply to defects resulting from abuse, alteration or unreasonable use of this cartridge.